ABSTRACT OF THE DISCLOSURE

A game machine includes a CPU and, when a game cartridge is loaded in the game machine, the CPU is electrically connected to a ROM in the game cartridge and a flash memory having at least two game data storage backup areas. Game data generated during the progress of a game is stored (renewed) in a work memory and, in response to an instruction provided by a user "last game" data is saved in an appropriate backup area. When the user instructs the game machine to save the last game data, the CPU selects as a game data storage backup area that is stored with game data having an older writing time. If, however, writing to the selected backup area can not be performed at that time, for example, due to a memory element detect or abrupt failure, a writing of the last game data over the game data written immediately before is prevented (i.e., prohibited), so as to leave intact the game data generated during the preceding game play session.